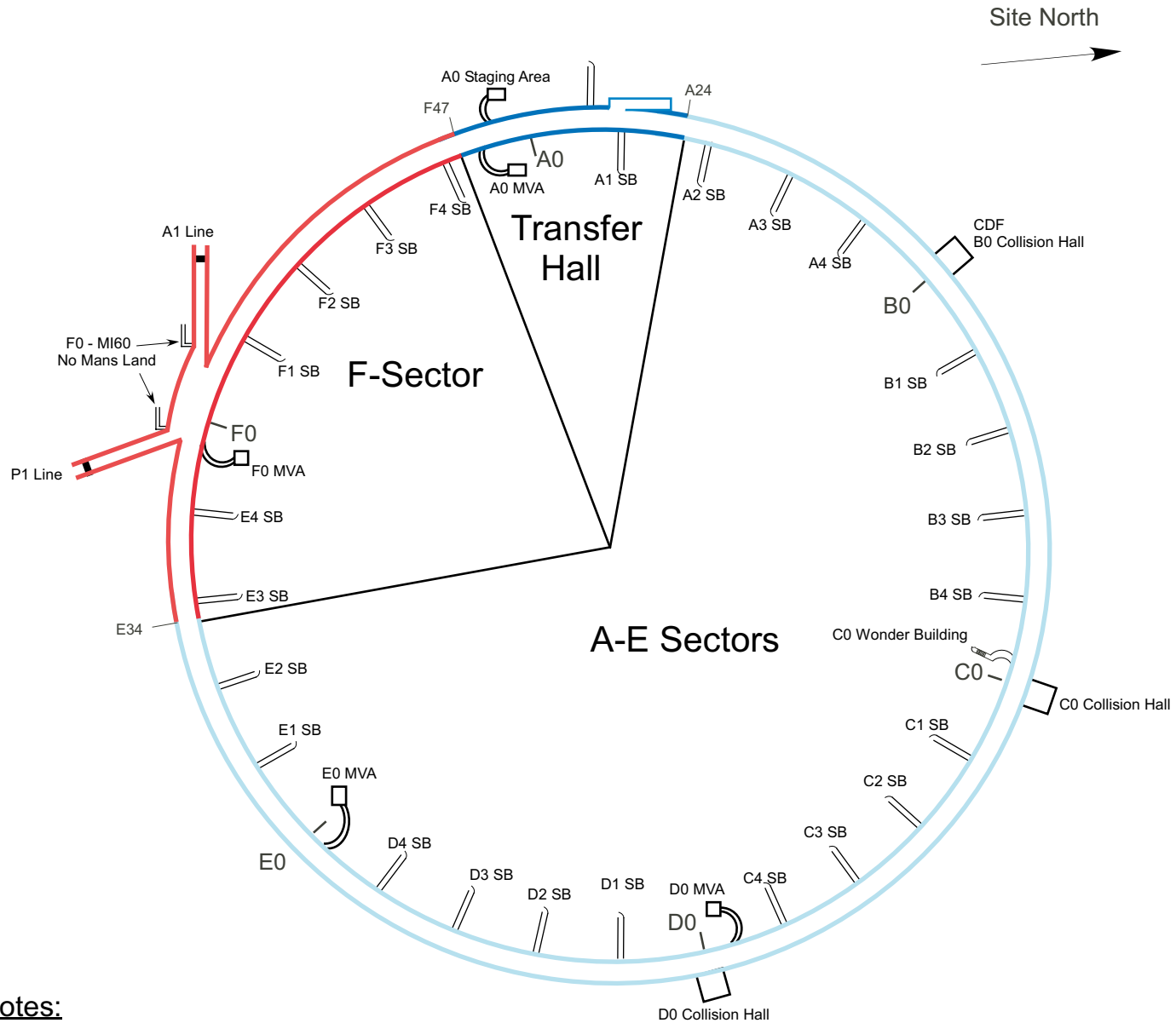


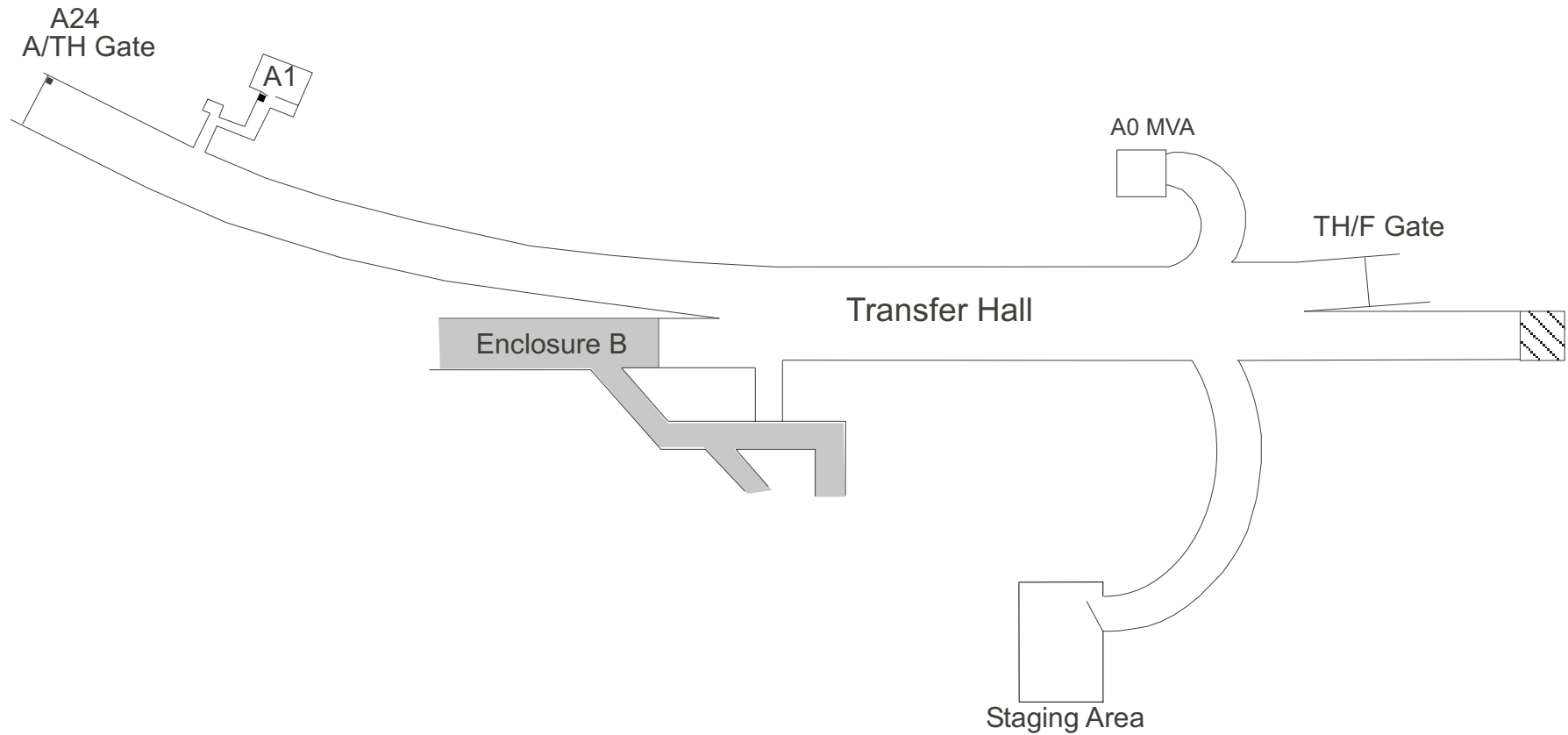
Tevatron Overview



Notes:
ODH 1

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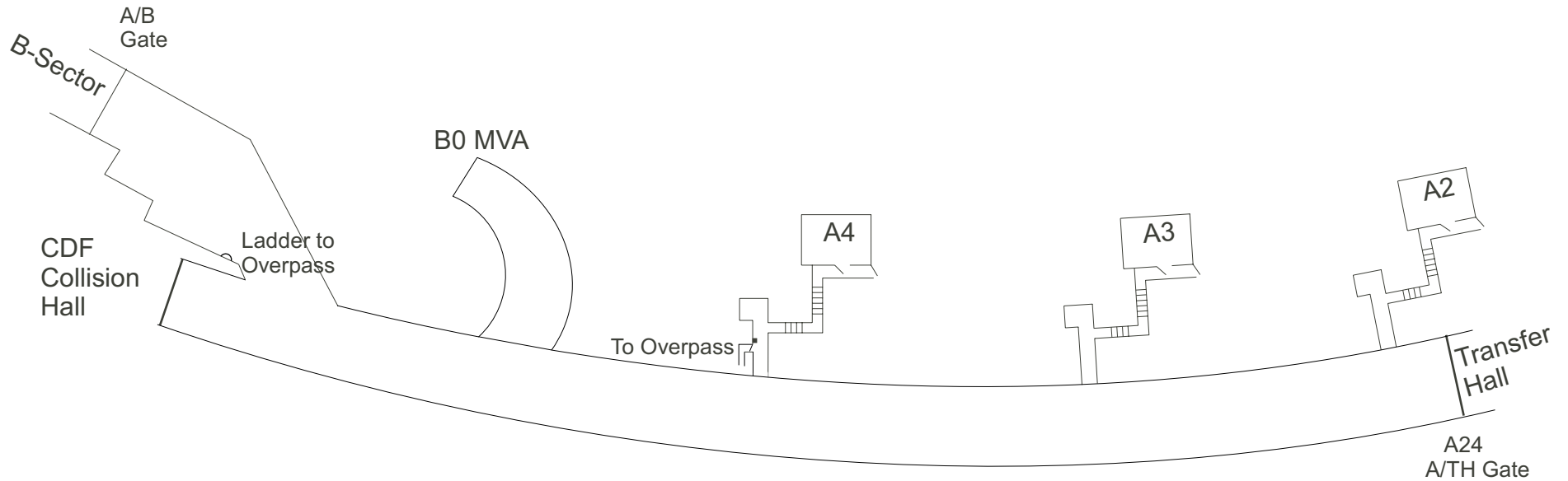
Tevatron Transfer Hall



Notes:

Enclosure requires "Tev TH" key for entry
ODH 1

Tevatron A-Sector



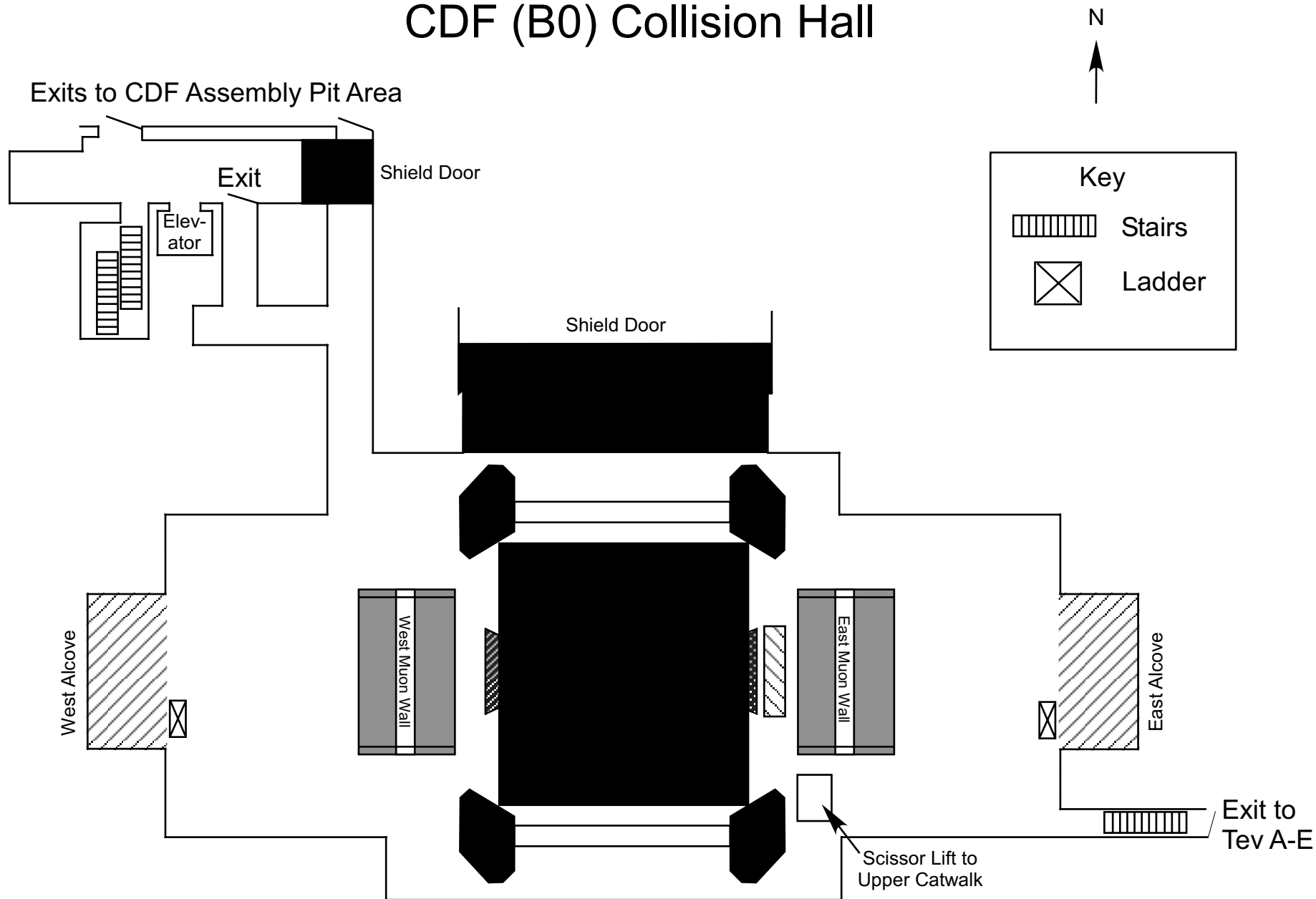
Notes:

Enclosure requires "Tev A-E" key for entry

ODH 1

Use "Tev A-E Reset" key to access overpass.

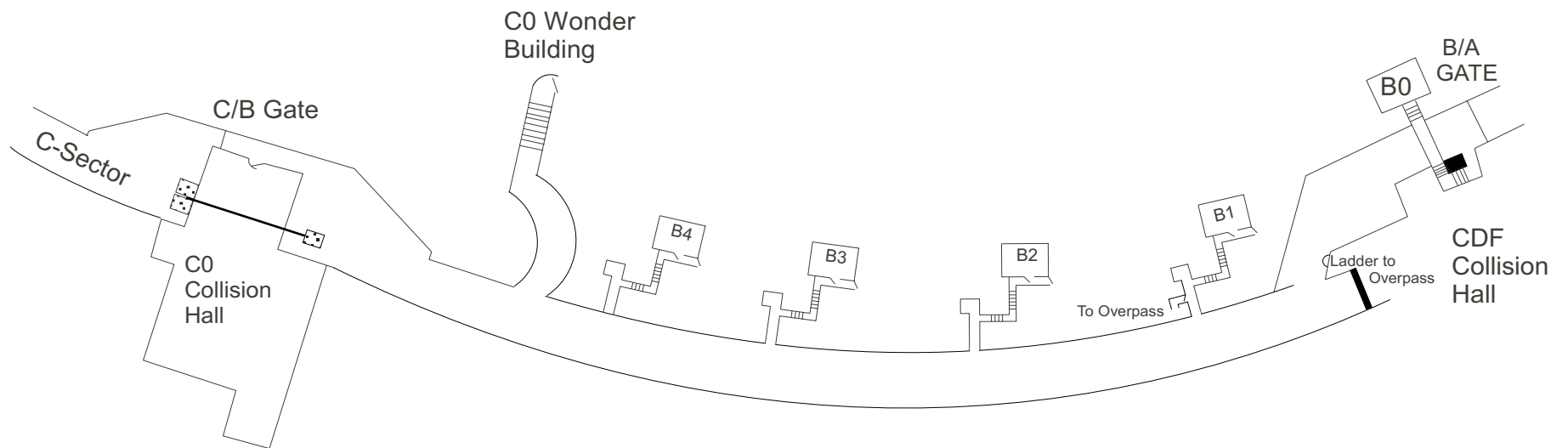
CDF (B0) Collision Hall



Notes:

Enclosure requires "CDF Collision Hall" enter key
(available from CDF Control Room)

Tevatron B-Sector



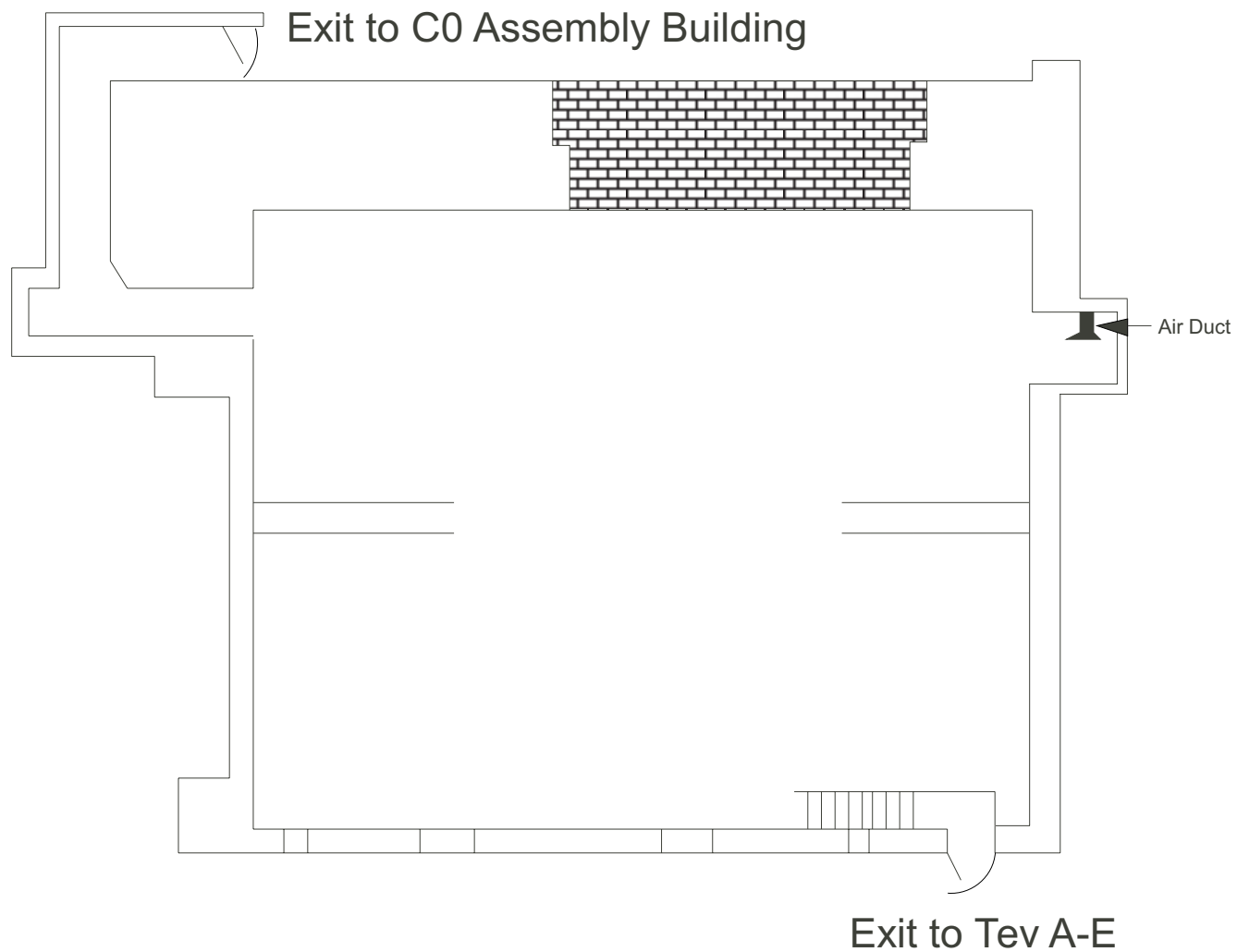
Notes:

Enclosure requires "Tev A-E" key for entry

ODH 1

Use "Tev A-E Reset" key to access overpass

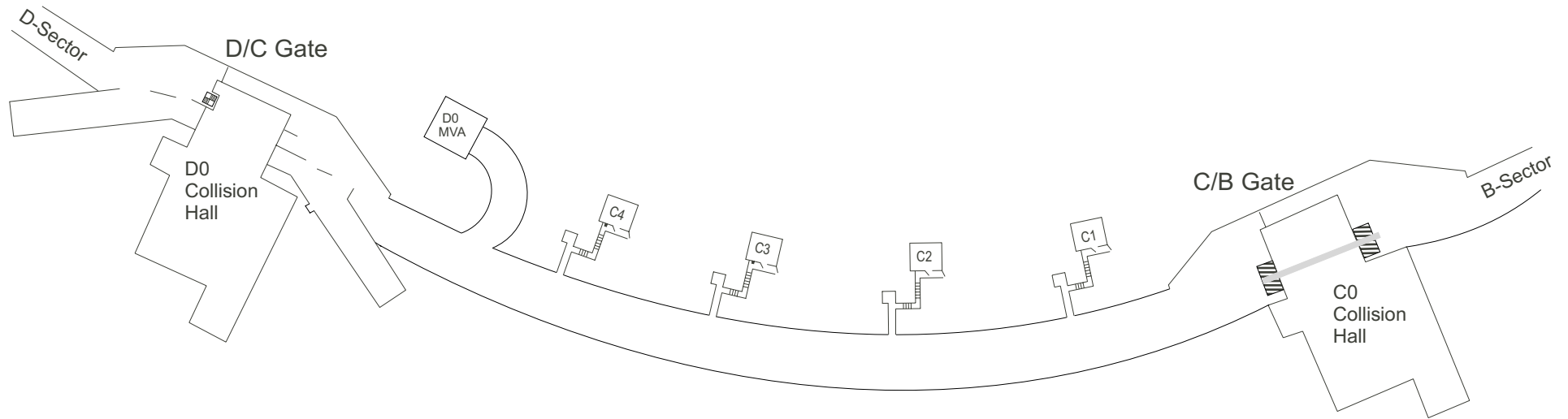
C0 Collision Hall



Notes:

Enclosure requires "Tev A-E" key for entry
ODH 1

Tevatron C-Sector

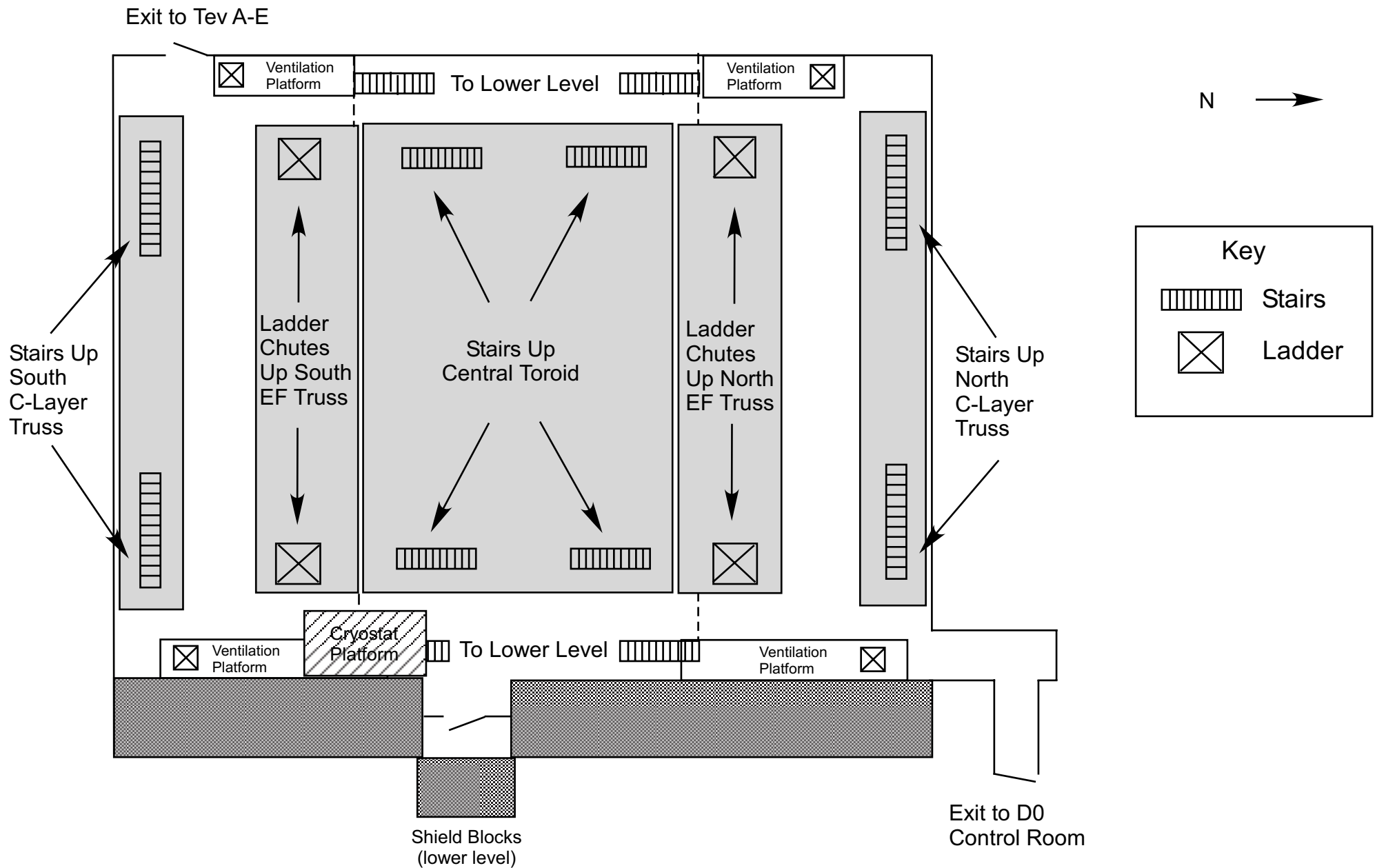


Notes:

Enclosure requires "Tev A-E" key for entry
ODH 1

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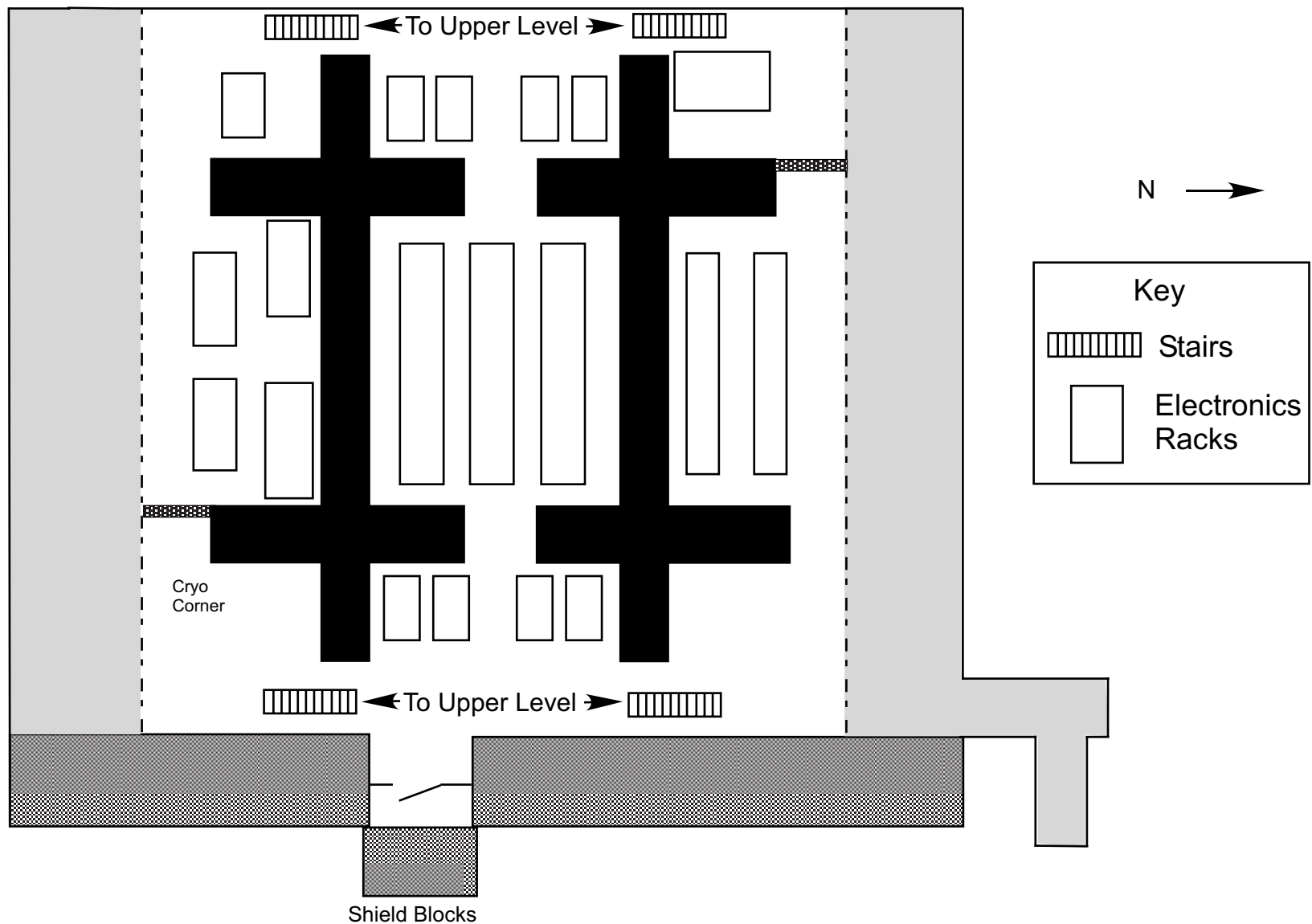
D0 Collision Hall, Ground Level



Notes:

Enclosure requires "D0 Collision Hall" enter key
(available from D0 Control Room)

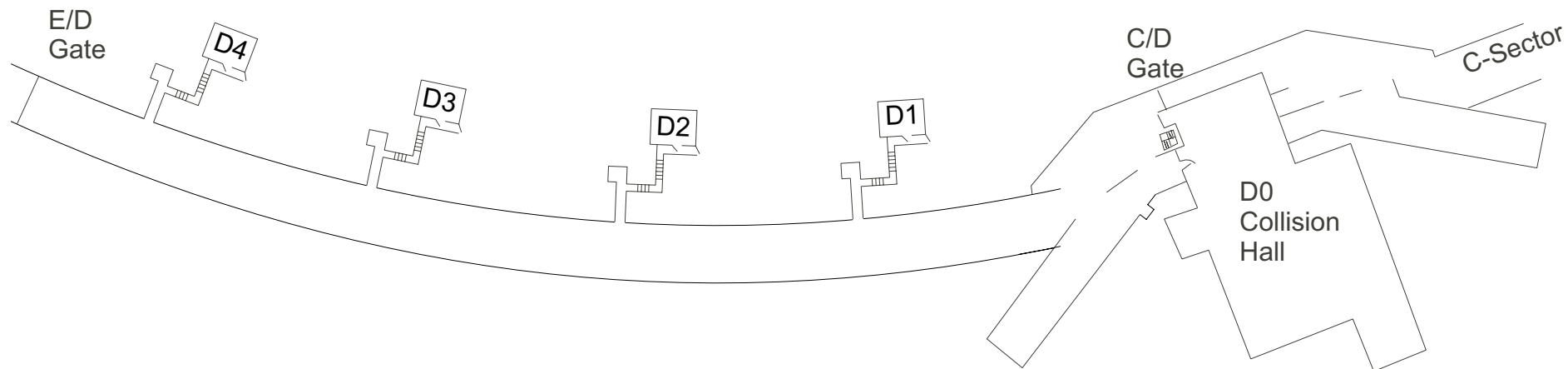
D0 Collision Hall - Lower Level



Notes:

Enclosure requires "D0 Collision Hall" enter key

Tevatron D-Sector

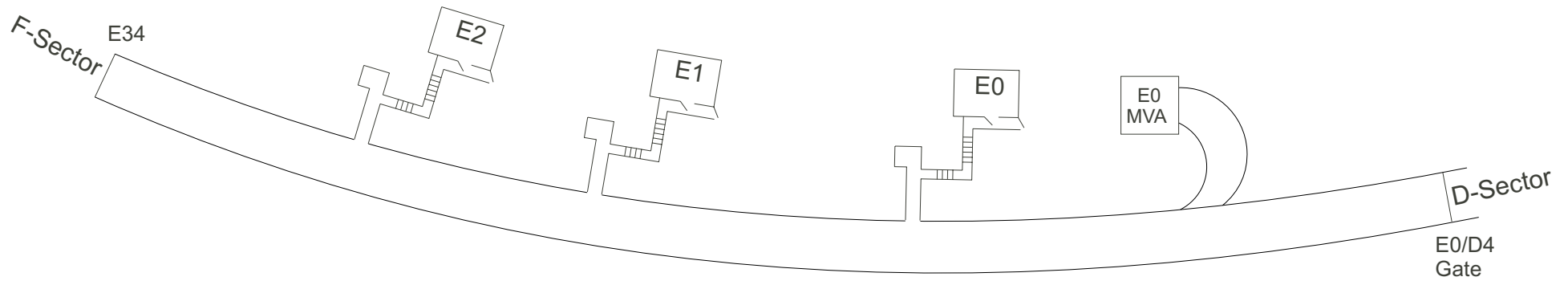


Notes:

Enclosure requires "Tev A-E" key for entry
ODH 1

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Tevatron E-Sector



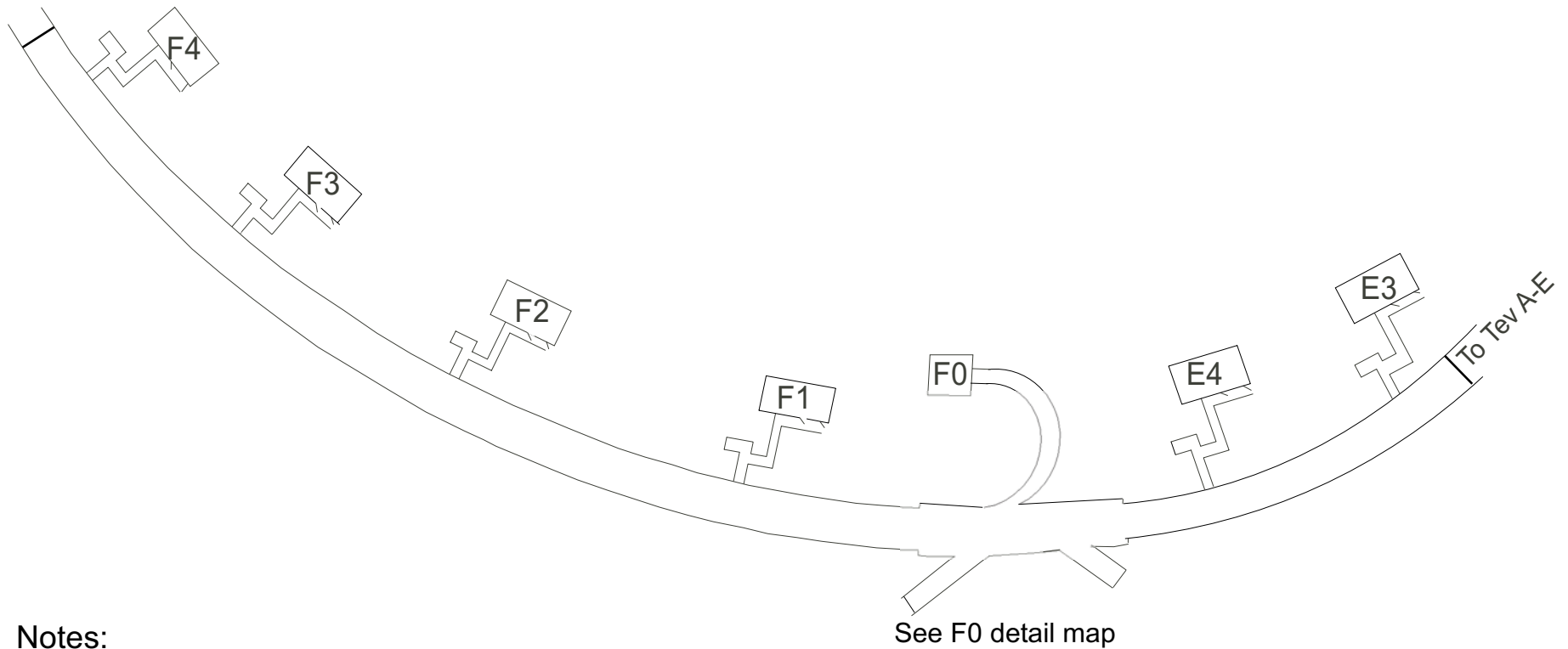
Notes:

Enclosure requires "Tev A-E" key for entry
ODH 1

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Tevatron F-Sector

To Tev
Transfer Hall

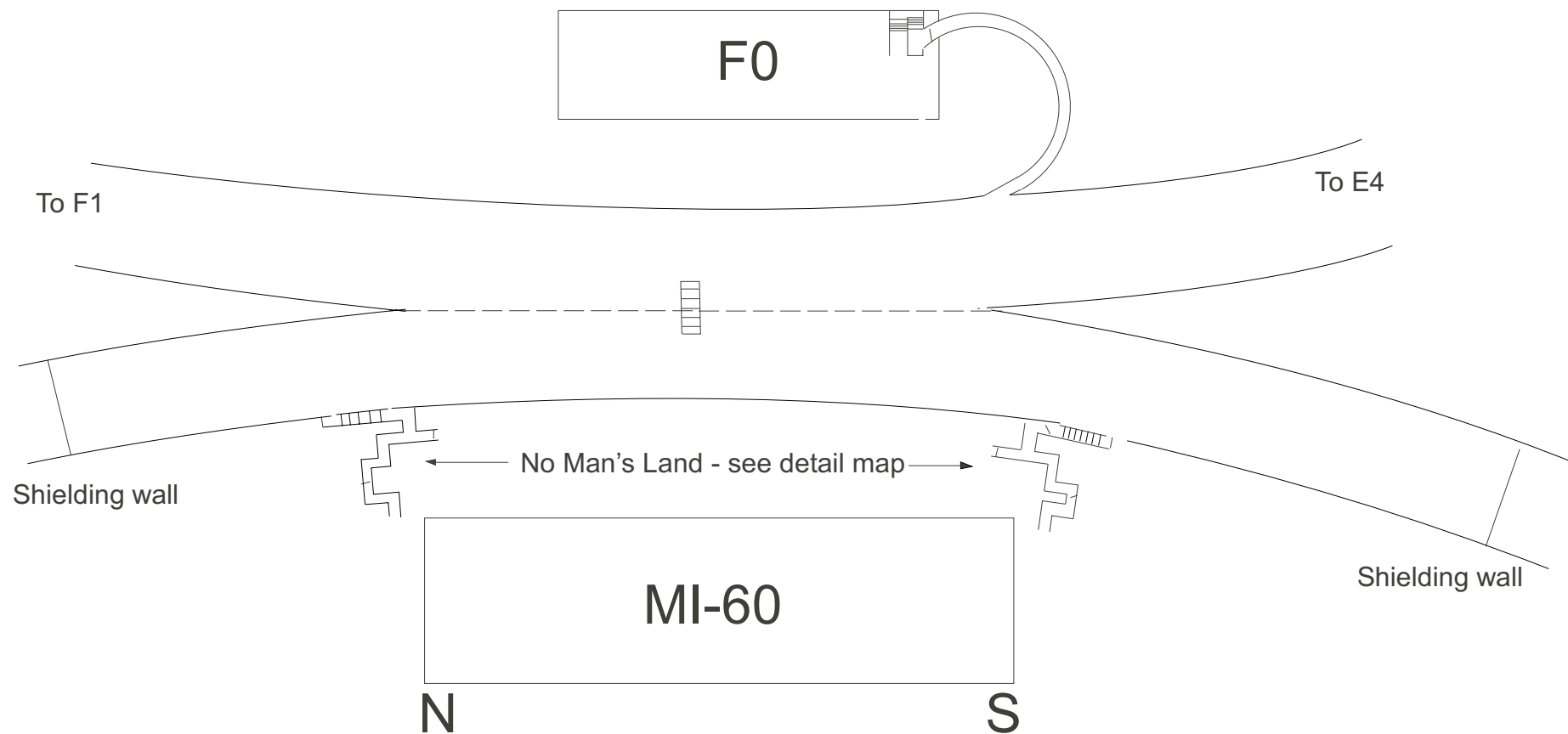


Notes:

Enclosure requires "Tev F-sector" key for entry
ODH 1

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Tevatron F-Sector -- F0 Detail



Notes:

Enclosure requires "Tev F-sector" key for entry

ODH 1

F0-MI60 No Man's Land



Notes:

No Man's Land is an emergency exit system only.
You cannot enter Tev F-sector or MI enclosures from inside.